KYTHONS

Chitinous exoskeletons in a wide variety of forms skitter and clack in all directions of the kython nest. Ranging in size and power from the humble broodling all the way to the tyrannical slaughterking, the kython is a scourge on the material plane.

Fiendish Origins. When a group of powerful fiends were trapped on the Material Plane, they attempted to create more of their kind through magical means. The result was a swarm of little, eyeless, reptilian creatures that displayed some insectoid traits as well. As these creatures matured, they took on varied forms. None of them were loyal to the fiends that created them, but they were wholly evil nonetheless. Their creators called them kythons. Because of their origin, they have been referred to as material-bound demons.

Infestation. Kythons have spread throughout the world, breeding rapidly. Their eggs look like wet, mucus-covered stones. They seem interested only in eating and propagating their species.

Relentless. They are entirely without mercy, pity, or compassion for any other creature. As they mature, each answers only to those more powerful than themselves, so slaughter kings are the highest kython authority—at least so far. Given time, the kythons may grow into new forms that are even more specialised and powerful.

Bizarre Language. Kythons speak a strange smattering of both Infernal and Abyssal, but only to each other, never to others. Broodlings do not speak, but understand the commands of other kythons.

Special Weapons.

While Kythons may enjoy tearing their prey to shreds, they are intelligent enough to make good use of weapons. The kythons grow their weapons and devices from eggs similar to those that spawn their young. When a kython lays an egg, it can choose whether the egg will hatch into a broodling or an organic weapon. A kython using any of these weapons substitutes the weapon's attack for one of its claw attacks when it uses the multi-attack action. Non-kythons cannot make these weapons function. Each kython with a claw attack has a percentage chance (specified in the creature's descriptive text) to possess one or more kython weapons or devices. To determine which weapon a kython has, roll on the following table or choose one you feel is appropriate.

d%	Weapon
01-20	Acid spitter
21-50	Bone shard crossbow
51-60	Boneblade
61-70	Extra armor
71-80	Mouth launcher
81-90	Mucus pod
91-100	Phase organ

Acid Spitter

ranged weapon
Damage: 3d6
Damage Type: acid
Range: 10/50

Bone Shard Crossbow

ranged weapon
Damage: 1d4
Damage Type: piercing
Range: 20/40
Special: The target is subject to the same poison inflicted by the bite attack of the kython wielding it.

Boneblade

melee weapon
Damage: 2d8
Damage Type: slashing
Special: attack and damage rolls made with this weapon receive a +1 bonus.

Extra Armor
armor
Special: extra chitinous plates are fitted to the kython's body, adding +2 to its existing armor class.

Mouth Launcher
melee weapon
Damage: 1d6
Damage Type: piercing
Special: this weapon fits inside the mouth of the kython wielding it and does not replace one of the kython's claw attacks, however, it is still included as part of the kython's multiattack action. A successful hit with this attack grapples the target. While the target is grappled this way, any bite attack made against them by the kython wielding this weapon is an automatic hit. Add +1 to the challenge rating of a kython with this weapon.

Mucus Pod
equipment
Special: this weapon affixes to a claw of the kython wielding it. When the kython makes a claw attack using the claw this weapon is attached to, the attack also sprays mucus at the target. A creature hit by the attack must succeed on a DC 15 Dexterity saving throw or become restrained in the mucus for 1d4+1 rounds. Alcohol will wash the mucus away, otherwise the restrained target may attempt a DC 18 Strength saving throw at the end of each of their turns to break free.

Phase Organ
equipment
Special: this small fleshy pod fits upon the forehead of the kython, grafting into place permanently. It allows the kython to cast the *misty step* spell once per turn.

KYTHON STAGES

Broodling

Newly hatched kythons, or broodlings, have no functional arms. Instead, they look like massive, tooth-filled mouths in eyeless, carapace-covered heads on two short legs, with a long, whiplike tail. Coloration varies wildly, from dark green to black to orange-white.

Juvenile

As kythons mature into juveniles, they grow larger and develop an exoskeleton. They also gain the use of two clawed arms. Otherwise, juvenile kythons look like broodlings. Each juvenile has a 10% chance to possess a kython weapon.

Adult

When kythons mature fully, their torso grows so that they become a little more like upright humanoids (although they still usually hunch over). Their tail drops away as they pass into this stage, but they gain another set of clawed arms. The exoskeleton is now either green, dark blue, or black. Adults guard the nests and carry out most of the work that needs doing for kython society as a whole. Most kythons remain in this stage forever. A few mature into more specialised stages, most of these becoming impalers, a few transforming into slaymasters, and very rare individuals becoming slaughterkings. Each adult has a 30% chance to possess a kython weapon.

Impaler

Impalers do not look all that different from regular adults, except that their form is more slender and sleek. In the palm of each claw is a retractable spike made of hardened bone. Impalers are kython assassins. They are fast, sneaky, and cunning. Unless assigned to eliminate a foe (one that has penetrated a kython brood's nest or been decreed an enemy by a slaymaster or slaughterking), these creatures are usually at rest. Impalers are never found as guards. Each impaler has a 50% chance to possess a kython weapon.

Slaymaster

Slaymasters take on a form quite unlike that of regular adult kythons. In some ways, they seem to regress toward broodling form. Slaymasters have no legs and regain the long stinger-tipped tail, only this time it forms the bulk of the creature's body, which resembles that of a snake. Slaymasters were the rulers of most kython nests until the appearance of the slaughterkings. They are brutal and savage, and they seem to take more enjoyment in killing than their relatively unemotional lessers do. Each slaymaster has a 90% chance to possess a kython weapon. If it does possess a weapon, it has a 10% chance to possess a second one.

Slaughterking

Slaughterkings look like adult kythons, but they are much larger and more muscular, standing about 12 feet tall. Their mouths can open very wide like a snake's. They have an almost regal (but still feral) bearing. The newest kython variation, the slaughterking rules over all lesser kython. Slaughterkings are ill-tempered creatures that crave battle. Occasionally, a slaughterking goes off on its own to kill non-kythons, but usually it is found in a nest, surrounded by guards and attendants.

Kython Broodling

Small fiend, neutral evil

Armour Class - 15 (natural armor)
Hit Points - 13 (3d6 + 3)
Speed - 30 ft.

STR 13 (+1)
DEX 16 (+3)
CON 12 (+1)
INT 7 (-2)
WIS 12 (+1)
CHA 9 (-1)

Damage Resistances fire, lightning
Damage Immunities acid, cold, poison
Condition Immunities frightened, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11
Languages Abyssal, Infernal
Challenge 1 (200 XP)

Proficiency Bonus +2

Actions

Multiattack.
The kython makes two attacks, one with its bite and one with its tail.

Bite.
Melee Weapon Attack: +5 to hit, reach 5 ft., one creature.
Hit: 10 (2d6 + 3) piercing damage. The target must succeed on a DC 11 Constitution saving throw or take 3 (1d6) points of poison damage and have their hit point maximum reduced by the amount of poison damage taken until they finish a long rest.

Tail.
Melee Weapon Attack: +5 to hit, reach 5 ft., one creature.
Hit: 5 (1d4 + 3) piercing damage. The target must succeed on a DC 11 Constitution saving throw or take 3 (1d6) points of poison damage and have their hit point maximum reduced by the amount of poison damage taken until they finish a long rest.

Juvenile Kython

Medium fiend, neutral evil

Armour Class - 15 (natural armor)
Hit Points - 45 (7d8 + 14)
Speed - 30 ft.

STR 15 (+2)
DEX 16 (+3)
CON 14 (+2)
INT 10 (+0)
WIS 12 (+1)
CHA 9 (-1)

Damage Resistances fire, lightning
Damage Immunities acid, cold, poison
Condition Immunities frightened, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11
Languages Abyssal, Infernal
Challenge 3 (700 XP)

Proficiency Bonus +2

Actions

Multiattack.
The kython makes three attacks, one with its bite, one with its claws, and one with its tail.

Bite.
Melee Weapon Attack: +5 to hit, reach 5 ft., one creature.
Hit: 13 (3d6 + 3) piercing damage. The target must succeed on a DC 12 Constitution saving throw or take 4 (1d8) points of poison damage and have their hit point maximum reduced by the amount of poison damage taken until they finish a long rest.

Claws.
Melee Weapon Attack: +5 to hit, reach 5 ft., one creature.
Hit: 6 (1d6 + 3) slashing damage.

Tail.
Melee Weapon Attack: +5 to hit, reach 5 ft., one creature.
Hit: 5 (1d4 + 3) piercing damage. The target must succeed on a DC 12 Constitution saving throw or take 4 (1d8) points of poison damage and have their hit point maximum reduced by the amount of poison damage taken until they finish a long rest.

Adult Kython

Medium fiend, neutral evil

Armour Class - 16 (natural armor)
Hit Points - 82 (11d8 + 33)
Speed - 30 ft.

STR 18 (+4)
DEX 16 (+3)
CON 16 (+3)
INT 10 (+0)
WIS 14 (+2)
CHA 11 (+0)

Damage Resistances fire, lightning
Damage Immunities acid, cold, poison
Condition Immunities frightened, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12
Languages Abyssal, Infernal
Challenge 5 (700 XP)

Proficiency Bonus +3

Actions

Multiattack.
The kython makes three attacks, one with its bite, and two with its claws.

Bite.
Melee Weapon Attack: +7 to hit, reach 5 ft., one creature.
Hit: 10 (3d6 + 4) piercing damage. The target must succeed on a DC 14 Constitution saving throw or take 7 (2d6) points of poison damage and have their hit point maximum reduced by the amount of poison damage taken until they finish a long rest.

Claws.
Melee Weapon Attack: +7 to hit, reach 5 ft., one creature.
Hit: 13 (2d8 + 4) slashing damage.

Kython Impaler

Medium fiend, neutral evil

Armour Class - 17 (natural armor)
Hit Points - 97 (13d8 + 39)
Speed - 50 ft.

STR 18 (+4)
DEX 21 (+5)
CON 17 (+3)
INT 12 (+1)
WIS 16 (+3)
CHA 15 (+2)

Skills Acrobatics +8, Stealth +8
Damage Resistances fire, lightning
Damage Immunities acid, cold, poison
Condition Immunities frightened, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 13
Languages Abyssal, Infernal
Challenge 7 (2,900 XP)

Proficiency Bonus +3

Traits

Sneaky.
The impaler has advantage on stealth checks.

Impale.
If the impaler moves at least 10 feet straight toward a target and then hits it with a claw attack on the same turn, the target takes an extra 27 (6d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be grappled by the impaler.

Actions

Multiattack.
The kython makes three attacks, one with its bite, and two with its claws.

Bite.
Melee Weapon Attack: +7 to hit, reach 5 ft., one creature.
Hit: 10 (3d6 + 5) piercing damage. The target must succeed on a DC 14 Constitution saving throw or take 7 (2d6) points of poison damage and have their hit point maximum reduced by the amount of poison damage taken until they finish a long rest.

Claws.
Melee Weapon Attack: +7 to hit, reach 5 ft., one creature.

Hit: 13 (2d8 + 4) slashing damage.

Kython Slaymaster

Large fiend, neutral evil

Armour Class - 16 (natural armor)
Hit Points - 152 (16d10 + 64)
Speed - 25 ft.

STR 25 (+7)
DEX 16 (+3)
CON 18 (+4)
INT 18 (+4)
WIS 20 (+5)
CHA 19 (+4)

Damage Resistances fire, lightning
Damage Immunities acid, cold, poison
Condition Immunities charmed, frightened, poisoned
Senses blindsight 90 ft. (blind beyond this radius), passive Perception 15
Languages Abyssal, Infernal
Challenge 10 (5,900 XP)

Proficiency Bonus +4

Traits

Disruption Field.
The slaymaster may reduce its blindsight by 30 feet as a bonus action. During this time, all non-kython creatures within 30 feet of it have disadvantage on attack rolls, saving throws, and ability checks. Additionally, any spell cast in this area has a 10% chance of being countered. It may end this effect using a bonus action.

Enhanced Defence.
The slaymaster may reduce its blindsight by 30 feet as a bonus action. During this time, it gains a +2 bonus to its armor class and advantage on all saving throws made against spells and other magical effects. It may end this effect bonus action.

Actions

Multiattack.
The kython makes two attacks, one with its bite, and one with its tail. It then uses its constrict attack if it has a creature grappled.

Bite.
Melee Weapon Attack: +11 to hit, reach 5 ft., one creature.
Hit: 21 (4d6 + 7) piercing damage. The target must succeed on a DC 16 Constitution saving throw or take 13 (3d8) points of poison damage and have their hit point maximum reduced by the amount of poison damage taken until they finish a long rest.

Tail.
Melee Weapon Attack: +7 to hit, reach 10 ft., one creature.
Hit: 13 (2d8 + 4) bludgeoning damage and the creature is grappled.

Constrict.
Melee Weapon Attack: +7 to hit, reach 5 ft., one grappled creature.
Hit: 20 (3d8 + 7) bludgeoning damage.

Kython Slaughterking

Large fiend, neutral evil

Armour Class - 18 (natural armor)
Hit Points - 199 (19d10 + 95)
Speed - 35 ft.

STR 26 (+8)
DEX 20 (+5)
CON 20 (+5)
INT 20 (+5)
WIS 20 (+5)
CHA 21 (+5)

Damage Resistances fire, lightning
Damage Immunities acid, cold, poison
Condition Immunities frightened, poisoned
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 15
Languages Abyssal, Infernal
Challenge 12 (8,400 XP)

Proficiency Bonus +4

Traits

Disruption Field.
The slaughterking may reduce its blindsight by 30 feet as a bonus action. During this time, all non-kython creatures within 30 feet of it have disadvantage on attack rolls, saving throws, and ability checks. Additionally, any spell cast in this area has a 10% chance of being countered. It may end this effect using a bonus action.

Enhanced Defence.
The slaughterking may reduce its blindsight by 30 feet as a bonus action. During this time, it gains a +2 bonus to its armor class and advantage on all saving throws made against spells and other magical effects. It may end this effect bonus action.

Actions

Multiattack.
The kython makes three attacks, one with its bite, and two with its claws. It can then use its poison spray if available.

Bite.
Melee Weapon Attack: +12 to hit, reach 5 ft., one creature.
Hit: 20 (4d6 + 8) piercing damage. The target must succeed on a DC 14 Constitution saving throw or take 14 (4d6) points of poison damage and have their hit point maximum reduced by the amount of poison damage taken until they finish a long rest.

Claws.
Melee Weapon Attack: +12 to hit, reach 5 ft., one creature.
Hit: 17 (2d8 + 8) slashing damage.

Poison Spray (Recharge 5-6).
Ranged Weapon Attack: +9 to hit, range 30/60 ft., one creature.
Hit: 36 (8d8) poison damage, or half as much on a successful saving throw. The target's hit point maximum is reduced by the amount of poison damage taken until they finish a long rest.